

CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!

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2ND GRADE

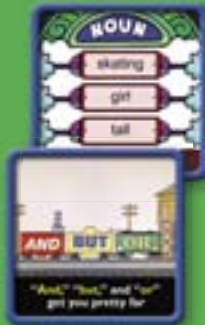
Meet the Algorithmics and engage in an extraordinary battle to stop a sinister villain from silencing the music of the world! This Leapster game teaches more than 50 essential skills for second grade.



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GRAMMAR ROCK®

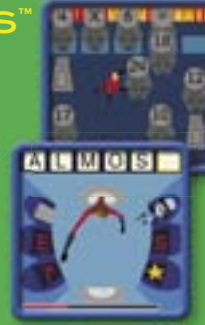
Experience classic Schoolhouse Rock with a new twist! Sing along with five animated songs and play an interactive game to learn the fundamentals of grammar!



© Disney/Pixar

THE INCREDIBLES™

Meet the Incredibles and engage in an extraordinary battle of wits and superpowers! This Leapster game teaches spelling, grammar, math and problem solving.



©2004 VIACOM INTERNATIONAL, INC. CREATED BY STEPHEN HILLENBURG

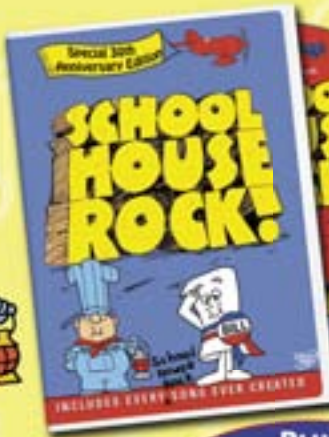
SPONGEBOB SQUAREPANTS™

Help SpongeBob save the Krusty Crab and play 5 action-packed learning games that teach 45 skills.



Actual covers may vary. All titles may not be available in all markets. Images are representative of gameplay and do not reflect actual screenshot pixelation.

THE ULTIMATE COLLECTOR'S EDITION DVD



PLUS A NEVER-BEFORE-SEEN SONG!



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LEAPSTER™

MULTIMEDIA LEARNING SYSTEM

AMERICA ROCK®



SCHOOLHOUSE ROCK!®



INTERACTIVE VIDEO CARTRIDGE

PARENT GUIDE
WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION. PLEASE KEEP IT FOR FUTURE REFERENCE.

WELCOME TO LEAPSTER™ AMERICA ROCK®



Join this lively cast of characters as they help you learn about the founding of our great nation, the goals of our Constitution, and how our government works to preserve the freedoms we all enjoy!



Getting Started:

Insert the cartridge with the printed side facing front. Press the On/Off button to begin.



Selection Screen:

The America Rock interactive video lets kids play and learn in three ways:

1. **Play all** — Touch **PLAY ALL** to view all five animated songs and play the American Super Slammer game.
2. **Watch each animated song** — Touch the character icons to view each America Rock animated song.
3. **Play the game** — Touch **PLAY GAME** to play the American Super Slammer game.

Controlling the Video:

- Use the directional pad and buttons to control the video.
- Press the RIGHT arrow to move forward to the next song.
- Press the LEFT arrow to move backward to the previous song.
- Press the PAUSE button to pause the video.



All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

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MATH BASEBALL

It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!



MR. PENCIL'S LEARN TO DRAW AND WRITE

Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.



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JUNIE B. JONES

This interactive journal is packed with activities that encourage creative writing, reading, drawing and sharing ideas with your best friend, Junie B. Jones!



SPIDER-MAN™

Swing into action with Spider-Man and experience classic intrigue and suspense! This Leapster Electronic Comic Book tells the story frame-by-frame and teaches essential reading, grammar and spelling skills.



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COMING SPRING 2005!



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Images are representative of gameplay and do not reflect actual screenshot pixelation.

NO MORE KINGS

This lively animated song tells how the Pilgrims came to the New World. At first, they had the blessings of the king of England. But as they grew and longed for their own independence, the king sent his armies to quell them. Other injustices, such as taxing the colonists without allowing them representation in the British government, eventually triggered the American Revolution.



WHAT'S BEING TAUGHT?

- **The History of Colonial America:** An understanding of why the colonists came to the New World; why they wanted to rule themselves; and how the injustices of British rule led to the American Revolution.

WHY IS THAT IMPORTANT?

The dreams of the colonists are at the very heart of who we are as a free people. Why did the colonists come to this new land? Why did they seek self-rule and self-determination? How did they ultimately achieve it? It's the start of a young historian's understanding of our way of life!

FIREWORKS

This tribute to the Fourth of July explains exactly what that holiday symbolizes—the birth of our nation! Using images of Uncle Sam and the Statue of Liberty, this animated song reveals how Ben Franklin, John Adams, Thomas Jefferson and others drafted the Declaration of Independence, and how the colonists fought bravely for our freedom.



WHAT'S BEING TAUGHT?

- **The History of the American Revolution:** An understanding of the revolutionary period from the drafting of the Declaration of Independence to our ultimate victory over the British in 1776.

WHY IS THAT IMPORTANT?

One important goal of teaching history is to instill a sense of pride in young citizens. The bold and brave efforts of the colonists to free themselves from British rule and establish a free nation of self-governing people is one of many moments for which our young citizens can stand tall.

THE PREAMBLE

Once our freedom was won, the next step in our history was creating a document that established the laws of the land. "Providing for our common defense" and "ensuring the common welfare" were the goals of our Founding Fathers. Now, the words of the Preamble to the U.S. Constitution are set to a lively beat!



WHAT'S BEING TAUGHT?

- **The Preamble to the U.S. Constitution:** An understanding of the goals of our Founding Fathers to create a document outlining who we are as a people, and what is required to maintain our freedom and independence.

WHY IS THAT IMPORTANT?

The Constitution of the United States is the single most-important document in the history of our land. It provides the "road map" to our government and how we are meant to function as a free nation. This song introduces young historians to its eloquent introductory words.

THREE-RING GOVERNMENT

In circus motif, a ringmaster compares his three-ring circus to the three branches of our government. The ringmaster is careful to point out that this system of “checks and balances” was one way our Founding Fathers ensured that no one branch of government would ever have more power than another.



WHAT'S BEING TAUGHT?

• The Three Branches of Government:

An understanding of the three branches of government and the responsibilities of each one:

- Executive: The president, vice president and other department heads see that laws are obeyed. They are the “ringmasters” of the government.
- Legislative: The U.S. Congress passes laws and “juggles” bills.
- Judicial: The Supreme Court “balances” laws with our rights as citizens.

WHY IS THAT IMPORTANT?

To be an active citizen of our country, it is essential to understand how our government works. Young historians can appreciate the genius of our Founding Fathers by noticing how this system of “checks and balances” protects us, even to this day, from any one branch of government wielding too much power.

I'M JUST A BILL

A *blues-y* bill sitting on the steps of the Capitol in Washington, D. C. explains how a bill becomes a law.

WHAT'S BEING TAUGHT?

- **How a Bill Becomes a Law:** An understanding that a law can begin as an effort by the people to speak to their congressman or congresswoman and have him or her write a bill. The congressman or congresswoman then introduces the bill to Congress, where it is either dismissed or debated. When Congress approves the bill, it goes to the president, who either signs the bill or vetoes it, sending it back to Congress for changes.

WHY IS THAT IMPORTANT?

Young citizens can be empowered to know that they can influence and affect government by speaking to their representatives in Congress—they can be the first link in the chain of how a bill becomes a law.



AMERICAN SUPER SLAMMER GAME

It's time to play the American Super Slammer game. In this question-and-answer game, players select an image from a game board containing nine different images. If they choose the bill, for example, they must answer a question about how a bill becomes a law.



WHAT'S BEING TAUGHT?

- **Review of American History and**

Government: In this lively game show, players can check their understanding of basic facts.

WHY IS THAT IMPORTANT?

Lots of new concepts about our nation's history and how our government works have been introduced in America Rock. This game is a great way to check your child's understanding of the information that has been presented. Play the game again and again, and feel free to return to the animated songs. Encourage your child to learn the words and sing them to family members!

TRY THIS AT HOME:



- With your child, make a time line of events leading up to the American Revolution. Begin with the Pilgrims landing at Plymouth Rock and end with the Boston Tea Party. Check online sources or your local library for the exact dates of each event.
- Together with your child, take a trip to the local library and look through the biography section for an age-appropriate biography of one of the signers of the Declaration of Independence. John Adams, Ben Franklin and Thomas Jefferson all have led intriguing lives that go far beyond their signing of this document. Encourage your child to read all about them.
- Help your child memorize the words to the Preamble to the Constitution. Then, together, make up your own rap tune or rhythm to sing the words to friends and family members. Call it “The Constitution Rap.” Repeat this procedure for various sections of the Constitution you may wish to explore with your child, including the Bill of Rights!
- Create a diorama of a three-ring circus that shows the three branches of our government: the Executive, the Legislative and the Judicial. You can use sturdy construction paper for your figurines. For example, you can show a member of Congress trying to pass a bill on Capitol Hill, or the president signing a bill into a law. Be sure to include the government buildings in which each branch of the government resides.
- With your child, think about some community issue about which to write your representative in Congress. Find out who your representatives are and write a brief letter or e-mail, discussing what you think is a topical issue that you might want to see made into a bill. If there is nothing of immediate concern, encourage your child to write his or her representative in Congress, asking a question he or she would like to know about what it's like to be a member of Congress.

U.S./Canada Consumer Service Contact:

Please visit our U.S./Canada Consumer Support Web site at:

<http://www.leapfrog.com/support>, or our Canada Consumer Support Web site at: <http://lfcanada.custhelp.com>, 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at

<http://leapfroguk.custhelp.com>, 24 hours a day.

You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

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This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this

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U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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